

TWO-PLAYER

GAUNTLET™

ANOTHER HIT FROM THE ENCHANTED WORLD OF ATARI GAMES

NEW



The revolutionary fantasy adventure game now in a smaller two-player cabinet designed specifically for street locations.

ATARI
GAMES

THE EVOLUTION CONTINUES.



Guarilet Two-Player is an exciting new version of the top-selling Guarilet. A new compact cabinet design along with the same stimulating action-packed play features means Guarilet Two-Player can now generate the same outstanding collections as Guarilet in locations with less available floor space.

The cast of characters remains the same.

Players can still choose any of the four Guarilet characters to portray: Thor the Warrior Thyns the Valkyrie, Merlin the Wizard or Questor the Elf. Each of these heroes has their own unique capabilities. For example, Thor the Warrior is skilled at hand-to-hand combat. Thyns the Valkyrie has strong armor. Merlin the Wizard has best magic and Questor the Elf the fastest speed.

The action begins as the player deposits coins into the slot corresponding to the position they wish to play (the right coin mechanism activates the right joystick position and the left coin slot activates the left joystick). The player then chooses a character by moving the joystick up, down, left or right and pressing the start button.

If a second player wishes to join in a game in progress he can still select from the three characters not currently in play.

Unlimited game play variety!

Players cooperate to combat waves of attacking monsters while competing for food, treasure and magic potions. Every game is a unique event as different players team up combining new skills and strategies.

Just as the original Guarilet, Guarilet Two-Player has unlimited play depth. At level 1 players will find coins going to other levels. Players may choose to exit level 1 and jump as far ahead as level 6. On level 6 and beyond, players will find

themselves on any one of over one hundred different issues.

Coinage options that invite each player to deposit a lot more than just one coin per play.

How long a player lasts depends upon the player's "Health." At the start of the game players purchase the amount of health with which they would like to begin their adventure. One coin is equal to an operator-selectable amount of health.

Health is lost by contact with the monsters and is a function of elapsed time. Health can be regained by picking up the food which can be found in most of the mazes and by depositing more coins.

Option settings to optimize profits.

- Comprehensive coin accounting and statistics package in self-test.
- Auto High Score Table reset. The High Score Table will automatically be reset to the factory scores and initials after every 2000 games, but no less than 200 games since the last player entered initials.
- Eight different difficulty settings.
- Thirty-two different health-per-coin settings ranging from 100 to 3000 units. Initial buy-in can be set for 1, 2, 3 or 4 coins.

Dimensions.

Height: 65 1/2 in., 36 1/4 cm; Width: 25 1/4 in., 64 1/4 cm; Depth: 33 1/4 in., 84 1/2 cm; Weight: 257 lbs., 113 kg.



To begin the game players select a character to portray.



Objects players can collect.



A second player can join into a game in progress.



Play is a struggle for the best chance of survival.

Discontinued by

